

# Feudal Structure & Castles

By Olivia R, Emily R, and Calvin T (Per 3)

## What is Feudalism?

- a decentralized political system

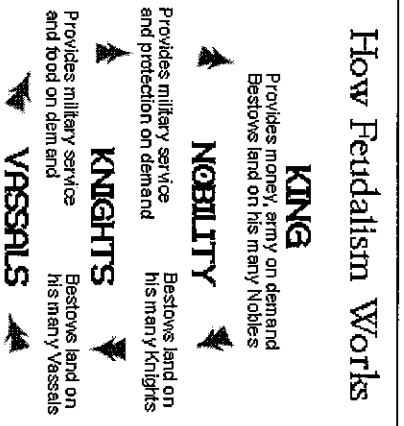
## Why Feudalism?

- As Europe became overrun with Vikings and other invaders, it became increasingly difficult for leaders to protect people.
- Since rulers had no currency (money) they could not pay for a professional army - thus the need for "knights" who would fight for the king in exchange for land (fief)

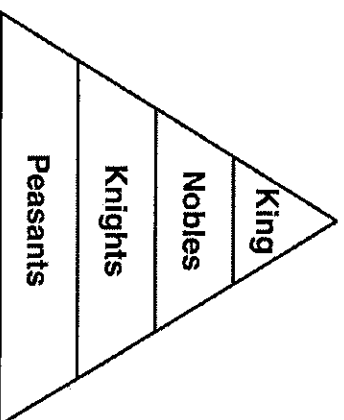
## Social Hierarchy

- The King is at the top of the social pyramid
- Kings gave land to the lords
- The lords were the second most powerful, and they gave land to the knights
- The knights were soldiers who follow a code of honor called Chivalry

## How Feudalism Works



European Feudal System



## Obligations Exchanged

- Lord provided land (a fief) for the knights, or vassals, and their families
- Knight gave lord 40 days of military service and an oath of loyalty called homage

## What is Chivalry?

- Code of Ethics knights must uphold
- They must defend the **Catholic Church** and helpless people, and treat captives as guests
- Knights must fight for **glory** and not for rewards
- They had to be courteous to **women** and ladies, not do anything to displease them
- Knights had to respect other knights, and they weren't allowed to back down from a challenge with an equal



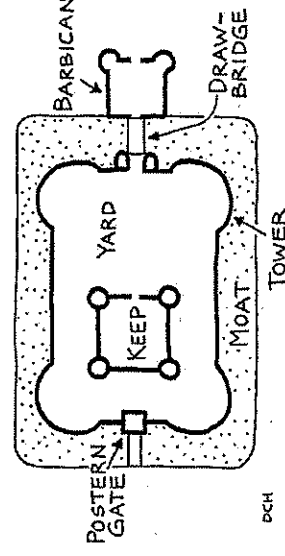
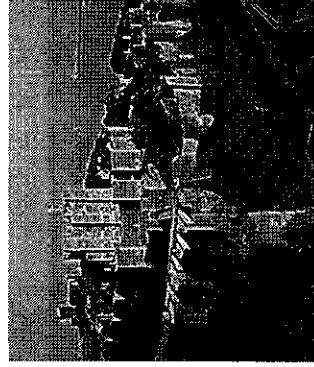
## Castles

### Purpose

- Permanent residences for the **noble family**
- Defensible **fortifications**
- Western Europeans didn't have an army to protect themselves from **Viking** attackers
- There was little trade and wealth was based on land
- Lords built castles
- Land was the most important gift a lord could give to a **vassal** - eighth century man who served a lord in military capacity
- This grant of land made to a vassal had become known as a **fief**

### Design

- Earlier models were built out of wood, by eleventh century, castles were being built by stone
- **Motte**- man-made or natural steep-sided hill; central building of castle located on the motte, also known as the **keep**
- Ground floor had kitchens and stables
- Had a **moat** - ditch filled with water that surrounded the castle
- Above ground floor there was a **great hall** - lord held court and received visitors here
- The motte was encircled by large stone walls - protection against invaders



# Conflicts in France

By Ryan Daly, Andrew Shea, Adam Konicki (per. 1)

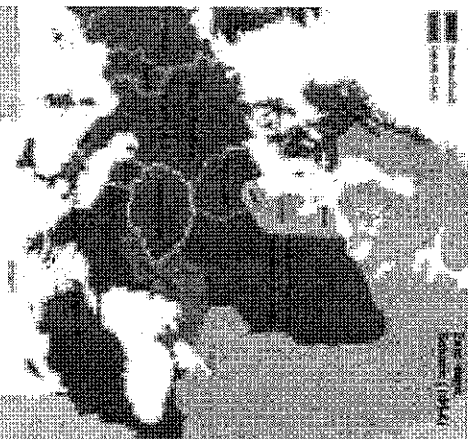
## The Great Schism:

This is the time period between 1378-1417 when there were 2 people claiming to be the Pope. The Great Schism caused political issues but it also damaged the church.

Cause: It started when the the King of France decided he did not like the ways of the Roman Pope because the Pope refused to pay taxes on the property he owned in France. The French King then elected his own Pope and established him at Avignon. Each pope told their people that the other was the antichrist.

Results: These rumors about the antichrist made people question their loyalty for Christianity.

(A map showing each pope's territory)



**The Hundred Years War:** The Hundred Years war was a series of battles that lasted from 1337 to 1453 A.D. between England and France.

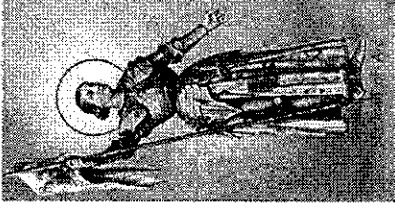
Cause: In the early thirteenth century, England had control over a small piece of land within France. This piece of land was called the duchy of Gascony. Edward III King of England who was also the Duke of Gascony was a loyal vassal to the French King. The French betrayed the English and in 1337 invaded Gascony. King Edward replied by declaring war, thus commencing the hundred year struggle between the two forces.

## Major Battles

- Lifting of the Siege of Orleans marked the **turning point** of the war
- It ended the English victories
- The **Battle of Castillon** ended with a French victory and end of the hundred years war

## Major Historical Figures involved in Conflict:

- Joan of Arc was nicknamed "The Maid of Orleans" - she became a turning point in the war for France when she (a girl) rallied the spirit of the French soldiers.
  - She was convinced her favorite saint wanted her to free France.
  - In 1429 she accompanied a French army to Orleans.
  - She was captured in 1430 and charged with witchcraft.
  - She was condemned and **sentenced to death** at age 19.



## Results of the War:

- New Technology
- New military technologies were being used
- **Long bow** helped England to win battles
- Cannons were also being used
- Decline of Feudalism - Under feudalism the King was answerable to the Pope. So after the Pope had lost its higher status above the King feudalism slowly died out
- Historic hatred between France & England
- War of the Roses in England
- It was a **civil war** in England from 1455-1487
- It started when two people fought for the throne in England
- This thirty year war was more **destructive** than the hundred years war

## Guilds and Trade Associations

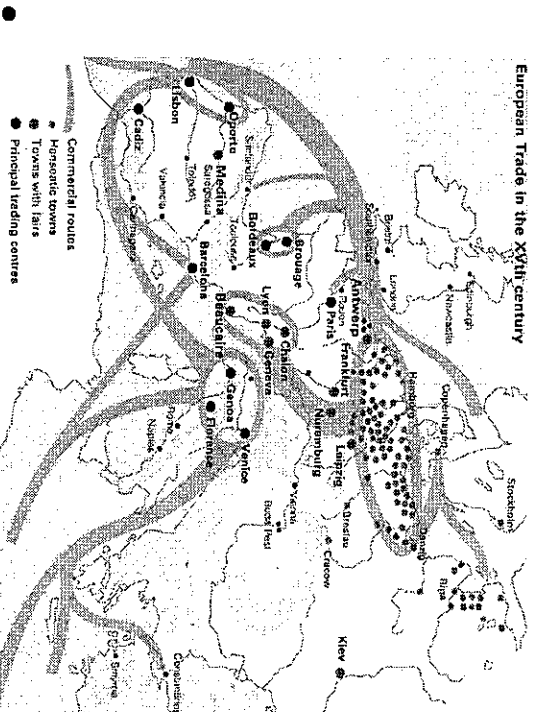
By: Erika Roney & Maddie McDonnell Period 1

### Rise of Towns

With the breakdown of the manorial structure as professional armies replaced the need for knights and castles, there will arise through western Europe various towns and collections of towns called "leagues" - these leagues will act almosts ilke kingdoms protecting their various merchants.

### Hanseatic League

- Hanseatic League: League of merchant associations within cities of Northern Germany
- Trade was dangerous and risky
- **Traded:** furs, timber, salt, herring, grain, honey, and amber



### Champagne Fairs

- Cycle of *trading fairs*
- Held in towns of *Champagne* and regions of *France*
- Good market for trading *textiles, fur, leather, cloths*, and more
- Cloth producing towns were required to bring a certain amount of cloth to this fair so merchants could find items of sale, particularly cloth

## Guilds

- From the eleventh century on, craftspeople began to organize themselves into guilds - business associations similar to labor unions

### Two kinds of guilds were especially important to civic life:

#### **Merchant guilds**

- separate guilds for specialized groups of merchants
- dealers of silk, spices, wool, money (banking).

#### **Craft guilds**

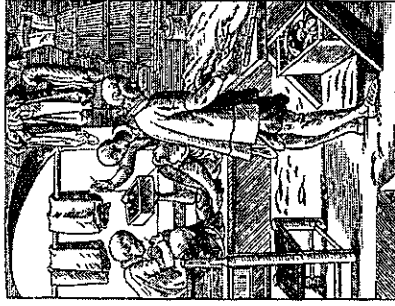
- A group of artisans engaged in the same occupation
- Guilds for almost every craft: tanners, carpenters, bakers, cobblers, and stone masons

#### **Function of guilds:**

- direct almost every aspect of the production process
- set the standards for the quality of the articles produced
- specified methods of production to be used
- fixed the price at which finished goods could be sold to make a profit

#### **Protection provided:**

- Guilds protect its own members, and also the consumer
- Provided workmen compensation in case of injury or death
- night work prohibited



*Craft guilds in action*

#### **Apprentices**

#### *Apprentice and his Master*

- a person who wanted to learn a trade first became an apprentice, to a master craftsman
- usually around age 10
- not paid, but did receive room and board from their masters
- 5-7 years of service learning their craft, apprentices became journeymen

#### **Journeymen**

- journeymen worked for wages for other master and aspired to become master

#### **Masters**

- to become masters, they were expected to produce a "masterpiece"- a finished piece in their craft
- this piece allowed the master craftspeople of the guild to judge whether a journeyman was qualified to become a master and join the guild.

# Manorialism

By Emma Collins, Nicole Dabiere, and Carly VanSycle (per 1)

**Manorialism** is the name for the organization of the economy in the Middle Ages. The economy relied mainly on agriculture. Manorialism describes how land was distributed and who profited from the land. It involved serfs (peasants tied to the land) and the lords who owned the land.

## Role of Serfs

- Provided labor services, pay rents, and were the subject of the lord's control
- Had to work on the lord's land
- Serfs paid rents by giving the lord some of the product they would raise
- Couldn't leave the manor without the lord's permission
- Couldn't marry outside the manor without the lord's approval

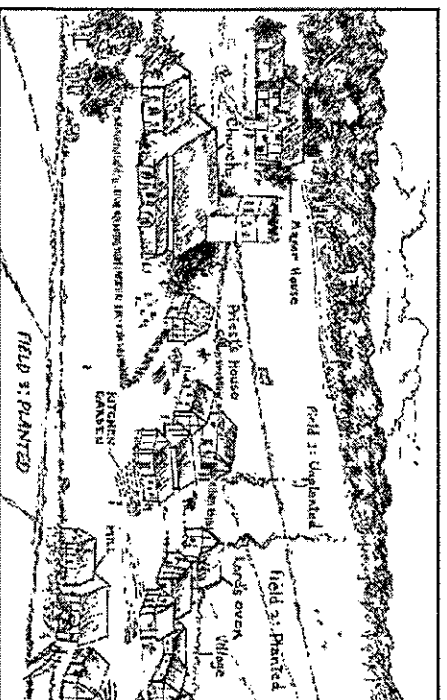
## Role of Lords

- provided the serfs with a house
- provided land for the serfs to farm for their own food
- provided serfs with protection like castle walls in case they were attacked by Vikings or other barbarians

## Manor structure

- More than just one building
- There's a main building of living space(mansion or something of the sort)
- A couple fields, some being **fallow** because of crop rotation and to help keep the land fertile
- It has similar looks to a small village in the sense that it has a church, a mill, etc.

A Typical Medieval Manor



Source: James Kilgore et al., *The Key to Understanding Global Studies*, 5th edition, Jarrett Publishing Company (adapted)

What inference can be drawn from the location of the church in this drawing?

## *Medieval Farming Techniques*

### Crop Rotation System

- Still used today
- Different crops are planted on the same field in alternating years
- Lands were farmed using a **three field agricultural system**

### Horseshoe

- Protected horses feet so it can do work without getting hurt

### Horse Collar- Yoke

- Used so a horse can pull much more weight



### Plow

- Before this, people had to go into their fields and poke holes in the ground with a stick to plant seeds
- It was a much more efficient way to plant
- Pulled by multiple oxen

the first plow

